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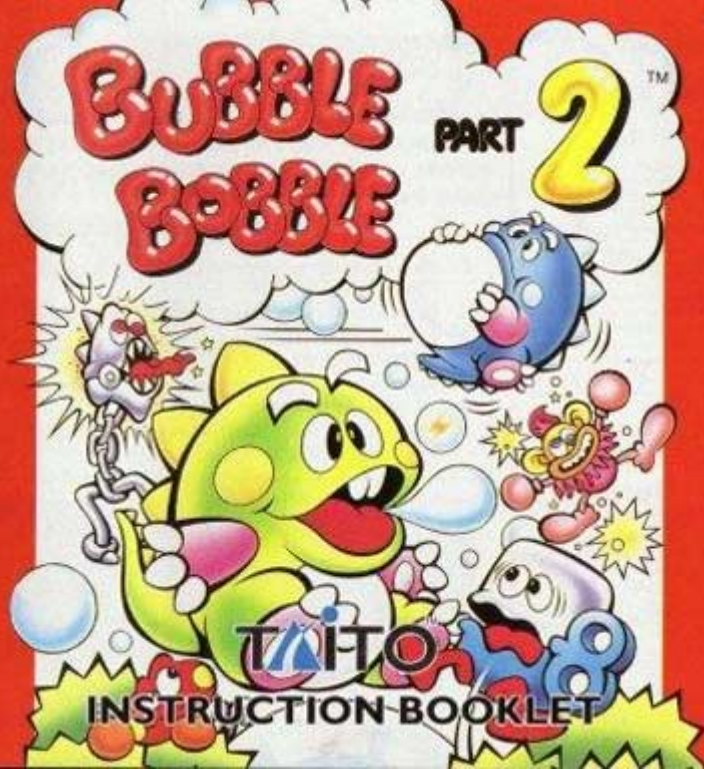
PRINTED IN JAPAN

NES-BQ-USA

BUBBLE BOBBLE PART 2™



TAITO™

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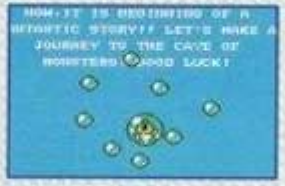
THANK YOU for buying BUBBLE BOBBLE PART 2™ for your NES. We suggest that you read this manual completely before playing the game.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

PRECAUTIONS

1. Always make sure the control deck has been switched off before inserting or removing your Game Pak.
2. Do not abuse the Game Pak by dropping, hitting, or opening.
3. Game Pak should not be subjected to extreme temperatures or shock. Store at room temperature.
4. Never touch the terminal pins or any of the electric circuitry and avoid getting the Game Pak wet.
5. Cleaning Game Pak with thinner, solvent, benzene, alcohol or other cleaning agents may be damaging.



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A NEW AGE OF HEROES

Bubby and Bobby, two bubble-blowing dinosaurs, must save their world from an army of enemies. They also have to find Judy, their friend, who was kidnapped by the Skull Brothers.

BEGINNING THE GAME

Place the Game Pak in the Control Deck and turn on the power. When the title screen appears, choose either the 1-Player or 2-Player option with the Select Button. To begin playing your game, push the Start Button.

CONTROLS

As a dinosaur, you can run and jump, blow bubbles at enemies, surround yourself in a bubble, and fly through the air on bubbles.

A BUTTON

Press A to jump and continue holding it to jump on a bubble without breaking it.

B BUTTON

Push B to blow bubbles. Press B a few seconds, then release to blow a Super Bubble. Push and hold B down to fly.

CONTROL PAD

You can move to the right and left, but not up or down.

START/SELECT

Use Select only on the title screen. Push Start to pause the game.

GAME SCREEN

If you lose a Life when you have no Hearts, the game is over. You must defeat all enemies on a stage before you can move to a new one.

HEARTS

You lose a Heart every time you're hurt, so collect all that you find. You can hold five Hearts at once.

SCORE

You will earn points when you defeat enemies and also when you gather up Fruit and other special items.

ENEMY

Each area of the game has its own special kinds of enemies.

HERO

In 2-Player mode, each of the dinosaurs is a different color.

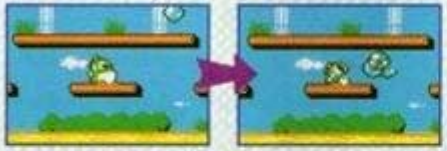
ITEM

You will find many items in the stages. Take them before they disappear.

BUBBLE ATTACKS

Bubbles are your only weapon. They can wrap up your enemies and carry them off, or may just damage them. Face in the direction you want to blow your bubbles and push the B Button.

Blow bubbles at foes to trap them inside.



SUPER BUBBLE

Press and hold B a few seconds, then let go to trap several enemies at once.

SPECIAL MOVES

Press and keep holding B to fly. When you are on a bubble, push and hold A to jump high.

ITEMS

All of these items are important in your search for Judy. In each stage, you will find one special item--don't miss it! The things you do determine which item appears.

SHOES

With the Shoes, you can move faster until you lose a Life.

CANDY

The Candy helps you blow bubbles farther until you lose a Life.

HEART

If you don't have five Hearts, collect them whenever you can.

CRYSTAL

Once you gather a number of Crystals, the Door will appear.

DOOR

The Door takes you to a bonus stage, then to the next stage.

CLOCK

It freezes enemies, but you can still be hurt if you touch them.

PENCIL

Don't miss the Pencil! It lets you Continue your game.

CHALICE

You can defeat all enemies on your stage with the Chalice.

BOTTLE OF THUNDER

This potion turns ordinary bubbles into Thunder Bubbles.

BELL

The Bell's ring means a powerful item will appear on that stage.

UMBRELLA

You will zoom by a few stages, but cannot pass a Boss stage.

1-UP STATUE

Pick up this rare item to earn yourself one extra Life.

BOTTLE OF WIND

This potion turns ordinary bubbles into Wind Bubbles.

DIAMOND

If you finish a stage with the Diamond, five Fruits appear.

ADDITIONAL ITEMS

You can do things like jump on a bubble to get the shoes, or do other special actions to get other items.

BUBBLES

When you find and pop one of the special bubbles, it releases a powerful force of nature. These forces will defeat all nearby enemies, but they will also harm you if you get too close.

WATER BUBBLE

Pop this to release a flood that will wash away and drown your enemies.

FIRE BUBBLE

Flame bursts out of this bubble and briefly forms a pool on the floor.

WIND BUBBLE

A mighty tornado roars upward, bouncing off the walls as it whips and spins.

STAR BUBBLE

Out of this bubble a cloud of stars rises, circling around the screen.

TRAVELER BEWARE!

Always study the areas you are moving through. A great many tricks and traps lay along your path. Some you must carefully avoid, while others you can use to help yourself. These dangers will increase as you near the end of the game.

Learn how the platforms swing to time your jump.

Fly around the spikes to avoid losing your Life.

GAME OVER/CONTINUE

At the end of a game, the screen shown here appears. To Continue, push the Start Button. You can do this five times. Or find and use the Pencil to get a free Continue and save the ones you have left.

ENEMIES

Every enemy has a weakness. Watch how each one moves to learn when to attack. Some enemies are heavily armed with weapons.

HOPPIT

This jumper will chase after you, but he can't do much harm if you can just outrun him.

NIMBUS

This floater cannot go through walls or ceilings, but flies around most other obstacles.

SLIDER

He moves and jumps diagonally and will bounce off the ceiling, floor and walls.

APOGO

He keeps jumping left and right. Get this bouncer just before he lands.

NEEDLER

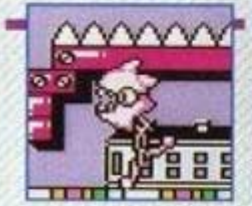
Don't jump over this guy; he fires his needle-sharp hat if you try to go over his head.

CHUCKER

He leaps and bounces, and he will spit rocks at you when you are side by side. Watch out!

FLARION

Though he doesn't move, he spits sizzling fireballs down in a diagonal line. You can defeat him by blowing a few bubbles.



SNAGGER

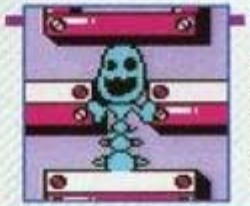
He looks harmless, but he can strike very quickly when you approach by shooting out his neck, like a cobra.

SPRINGIT

This enemy is a difficult target. You can knock the bounce out of him by attacking the spring on his head.

TWIZZER

He is invincible only while he is twirling his powerful arm around himself. Bubbles will stop him when he stops.



RUCKUS

He is the first area boss, and a tough opponent. You will have to use the Thunder Bubble to beat him.

SAWBONES

You cannot defeat this enemy. He only leaves if you wipe out all of the other enemies or when you lose a Life.

BONUS STAGE

Find this stage through a Door or by beating a Boss. This game has three types of bonus stages.

VOLLEYBALL

After returning serve, you can hit the ball 3 times. Push B to strike the ball. You can also jump to hit.

GET ITEMS!

Grab as many items as you can. When your competitor gets in the way, push the B Button to shove him aside.

BASKETBALL

The goal in this bonus stage is to sink more baskets than your opponent. Press B to slam-dunk the basketball.

WARRANTY

Taito America Corp. warrants to the original purchaser of this Taito product that this Game Pak is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Taito product is sold "as is" without expressed or implied warranty of any kind, and Taito is not liable for any losses or damages of any kind resulting from the use of this product. Taito agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, this Taito product. Send product postage paid, along with dated proof of purchase, to the address shown below.

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